

Fig. 1
PRIOR ART

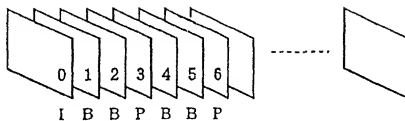


Fig. 2
PRIOR ART

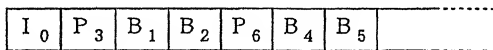


Fig. 3
PRIOR ART

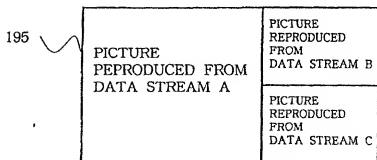
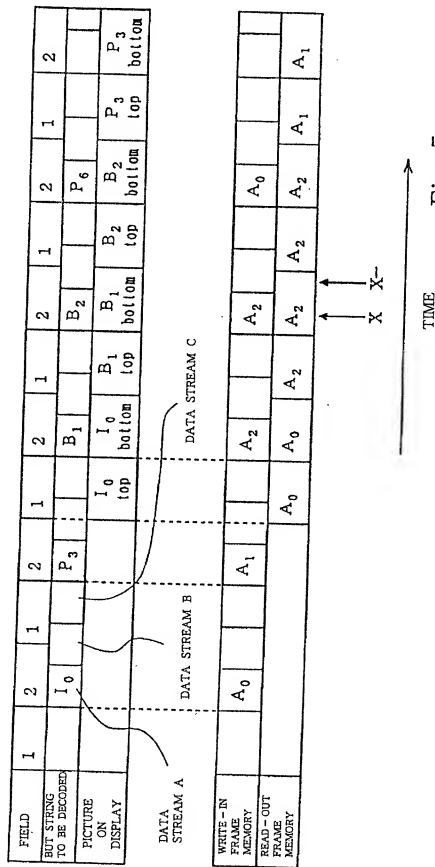


Fig. 4
PRIOR ART

Fig. 5
PRIOR ART

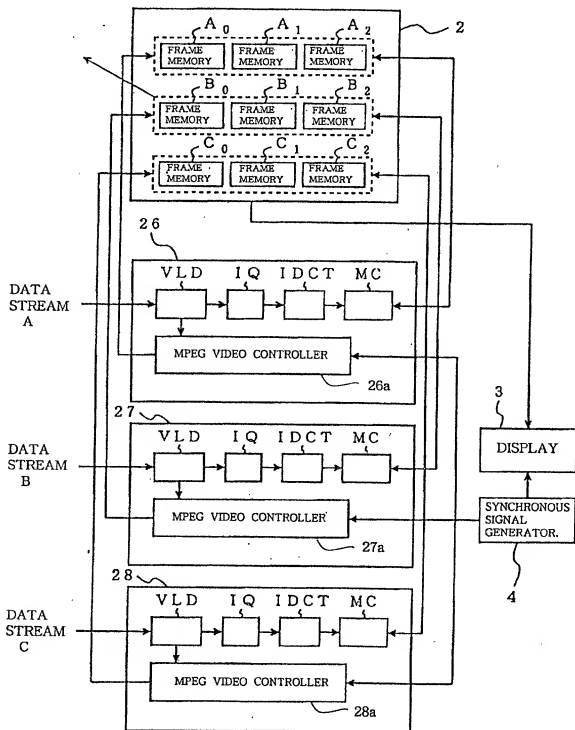


Fig. 6
PRIOR ART

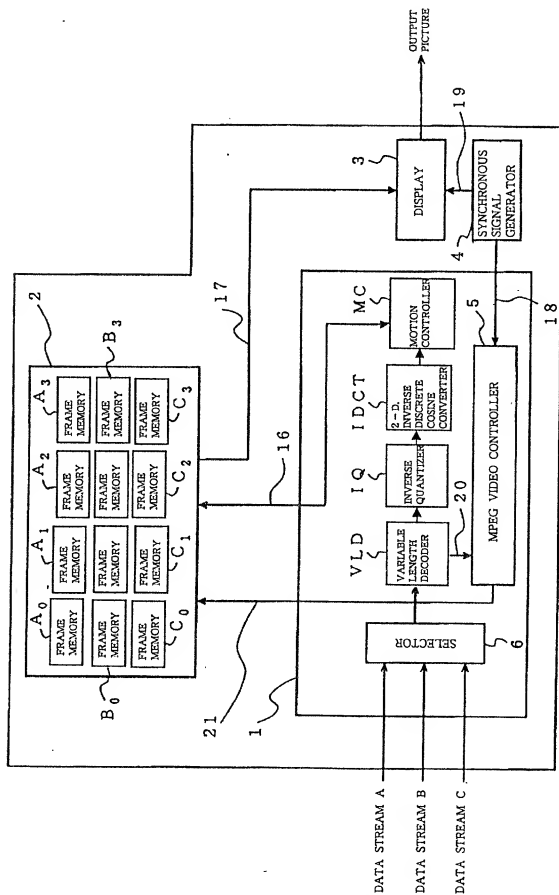


Fig. 7

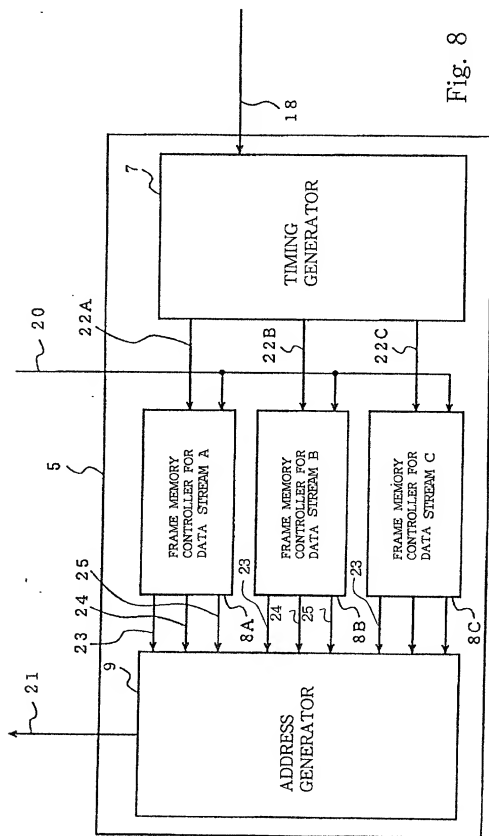


Fig. 8

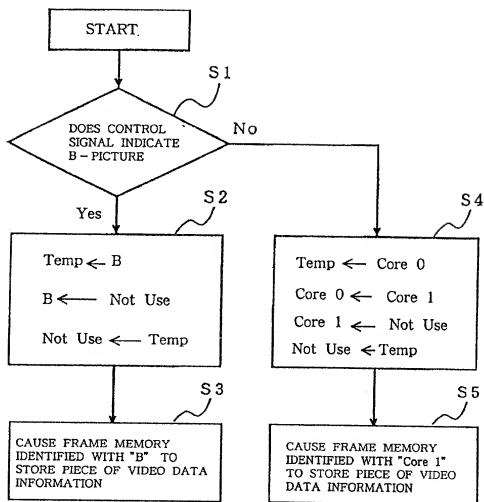


Fig. 10

FIELD	1	2	1	2	1	2	1	2	1	2	1	2
BIT STRING TO BE DECODED	I_0		P_1		P_2		P_3		P_4		P_5	
PICTURE ON DISPLAY					I_0 top	I_0 bottom	P_1 top	P_1 bottom	P_2 top	P_2 bottom	P_3 top	P_3 bottom
					<div>↑ Q</div>							
NOT USE	0	1	2		0		1		2		0	
CORE 0	1	2		0	1		2		0		1	
CORE 1	2	0	1		2		0		1		2	
B	3	3		3	3		3		3		3	
WRITE-IN FRAME MEMORY												
	0		1		2		0		1		2	
READ-OUT FRAME MEMORY					0		1		2		0	

Fig. 11

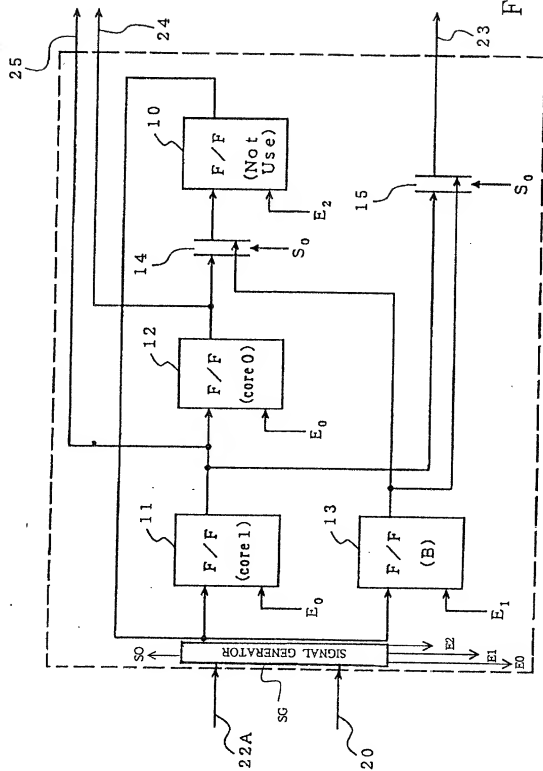


Fig. 12